

Smash!

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***** WARNING *****
* This game may be addictive; and is not recommended *
* for purchase by adults with intolerant spouses! *
***** WARNING *****

Distributed by

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Introduction

Thank you for purchasing Smash! Somebody said it couldn't be done, so Alan DeKok of Intelligent Algorithms did it. Smash! is a full-featured arcade game for OS-9 Level II. Smash! requires a 256k CoCo 3, OS-9 Level II and a joystick. VRN is recommended, but not required. Features include:

- 32 levels that can be modified with a text editor
- user-selectable joystick port
- 17 block styles, including one-way and indestructible
- passwords for each level
- fully commented RMA source and graphics libraries are available
- sound effects, multiple balls
- one or two player modes
- auto-pause when on another window
- 320*192*16 colour graphics

* BEFORE YOU DO ANYTHING ELSE MAKE A BACKUP OF THIS DISK *

INSTALLING THE GAME

The files on the Smash! disk should be installed in their corresponding directories on your system. Ensure that the execution attributes are set for the files in the commands directory.

CMDS/smash	Game executable	CMDS/custom	Basic09 customization program
/DD/SYS/smash.dat	Level Data for Smash!	/DD/SYS/flags.dat	Alternate Level Data for Smash!
/DD/SYS/smash.hsc	High Score list. (Encrypted!)	/DD/SYS/IA.fnt	Intelligent Algorithms Font

Also on the disk is a readme file, detailing any new information about Smash! that is not in this manual.

Smash! also checks for Level Data (.dat files) in the current working directory, so you may install them there, if you wish.

RUNNING SMASH!

Once the Smash! files have been installed, Smash! may be started simply by typing 'smash' from the command line. Leave out the '!'. Smash! will also respond to 'smash -?'.

If you want to specify a data file other than 'Smash.dat', use the '-f=<filename>' option of Smash.

i.e. OS9:Smash -f=/DD/SYS/Flags.dat

When Smash! first starts up, it looks for the following files:

The level data:	1) ./Smash.dat	If not found, it checks
	1a) /DD/SYS/Smash.dat	If still not found, Smash! exits with an error.
The high score file:	2) /DD/SYS/Smash.hsc	If not found, Smash! will create a new high score list.
And finally the Font:	3) /DD/SYS/IA.fnt	If not found, Smash! uses the default graphics font (\$C8 \$01)

Smash! may be customized so that it looks in directories other than /DD/SYS for the necessary files. See the Customization section later in this manual.

On quitting Smash!, the high score list will be saved to disk if any changes have been made to it. Write protecting the disk will not allow the save, and Smash will exit with no error.

PLAYING THE GAME

Once the title screen is displayed, you can use the player 1 joystick (default is the right joystick) to select one of '1', '2', or 'QUIT'. Pressing the fire-button starts up the game with 1 or 2 players, or QUITs Smash. If you do nothing for 15 seconds, the high-score list will be displayed. Pressing a joystick button or any key while viewing the high scores will return you to the main title screen. Otherwise, waiting for an additional 15 seconds will cause Smash to start in demonstration mode.

At the title screen, following keys may be used:

ALT-D	: start demo immediately	(Any key returns to
ALT-H	: goes to high-score screen	the title screen.)
ALT-L	: player 1 use left joystick	
ALT-R	: player 1 use right joystick (default)	
CTRL-L	: player 2 use left joystick (default)	
CTRL-R	: player 2 use right joystick	
ALT--	: load in the level data file again (As the current data directory is checked first, this entry can be used when creating new levels)	

Once 1 or 2 player mode is selected, a title screen for the level will appear. It includes the name of the level, and an eight (8) character password to that level. Write down the password, and press the joystick button to continue. The level will be drawn on a background screen, and after a short pause, will become visible.

The password can be used in the future to avoid starting at the beginning of the game.

Initially, the ball will be stuck to the top of the paddle, to allow you to control where it starts off. Move the paddle around with the joystick, and press the joystick button when you want the ball released. The ball will move slowly up and to the right.

While playing the game, the following keys may be used:

CTRL-S	: turns sound on	ALT-S	: turns sound off
CTRL-P	: pauses the game	ALT-P	: continues with the game
CTRL-R	: re-start return to title screen	CTRL-Q	: quit the game
CTRL-K	: kill the current ball, and continue level		

Both 're-start' and 'quit' pop up with an overlay window asking 'are you sure?'. Type 'Y' for yes, and 'N' for no. Moving the joystick will have no effect here.

To allow more control over where the ball goes, the paddle is 'curved'. Bouncing a ball off the middle of the paddle will have little affect on it. If the ball strikes the left or right sides, however, it will speed up in the left or right direction. A little bit of practice will make you familiar with exactly how it works.

If you finish a level in one try, you get a bonus of 2000 pts, and an overlay window will pop up saying this. Press the joystick button to continue.

If you lose all of the balls, and your score is good enough to go on the high score list, an overlay window will pop up. Type in your name, and the game will continue with the next player, or return to the main menu as appropriate.

The paddle gets a little smaller every level, making it more difficult to hit the ball.

STARTING AT DIFFERENT LEVELS

You can select from the title screen which level to start at. Type in an eight (8) character password at the prompt. The password will be in uppercase, and the backspace key can be used to erase mistakes. Hitting <ENTER> will have no effect.

Select 1 or 2 players as desired, and if the password is a valid one, you will start playing at that level.

POINTS

Points for block types:	??? pts	Multiple balls:	500 pts
Finish level in one try:	2000 pts	Extra ball every:	10,000 pts (max 99 balls)

CUSTOMIZING SMASH

If you don't want the files for Smash cluttering up your /DD/SYS directory, simply run the 'Custom' program. This allows you to place Smash.dat, Smash.hsc, and IA.fnt individually in any directory you specify. In addition, you can customize the default joystick port selection, and which VRN driver to use (if installed). Suggested is /DD/SYS/SMASH.

i.e., with a backup of the Smash! distribution disk in /D1:

```
OS9:load /D1/CMDS/Custom runb syscall
OS9:Custom
OS9:unload Custom runb syscall
```

TECHNICAL NOTES

VRN - If you do not have VRN installed, you may notice some jerkiness in animating the ball. Unless VRN is present to ensure proper timing for screen updates, crisp animation cannot be guaranteed. VRN is freely available from public bulletin boards and information services.

RESOURCES - Smash! is an intense arcade game that normally requires the full resources of the machine to run. When the machine is busy running a number of processes, you may encounter a display which has been messed up. This is a product of loading down the machine. Simply hit <CLR> and <SHIFT>-<CLR> to switch out of, and return to the window. NOTHING is wrong, except that the display has not been updated properly.

Smash! will sleep if it isn't the currently selected window.

IA.FNT - The Intelligent Algorithms Font is group \$C8, buffer \$AD. This buffer was chosen as it is unlikely to be used by other programs, and is the the initials of the author of Smash!, Alan DeKok.

MEMORY REQUIREMENTS

At least 2 free window descriptors, and 96k of memory must be free for Smash to run, with 64k used for 2 screens, 16k for data, and 16k for Smash itself. Multiple copies of Smash may be run simultaneously!

If Smash is not the currently selected device window, it will put itself to sleep until you select it again. This minimizes the impact it has on the rest of the system when you are not playing it.

MAKING YOUR OWN LEVELS

Information in this section may be posted freely. If you create your own levels, we encourage you to make them available on public forums such as Fidonet, CompuServe, Delphi and Genie. If you wish, send them on disk to Northern Xposure, and they will be included on the Smash! distribution disk.

If you want to make your own levels, use a text editor to edit a file called 'smash.dat' in your current working directory. The format is up to 32 levels with each level consisting of:

Line 1: Title of the level (31 characters max)
Line 2: 8-character password,
Line 3-18: 15 lines of 15 characters. letters A-Q

The blocks in groups of three have the same pattern in red, green, and blue.

A,B,C = normal blocks	D,E,F = 'doughnut' blocks	G = indestructible block.
H,I,J = 'doubled' blocks	K = appear same as 'G' but disappear!	L,M,N = change to A,B,C when hit
O = 'doubled' indestructible	P = down arrow	Q = up arrow

Any characters lower than A (in ascii), or higher than Q will be ignored.

You should be careful when editing your own levels, as you can easily make a level that is impossible to finish. The levels must be checked and debugged, exactly like a program.

!!!! HAVE FUN !!!!!

Intelligent Algorithms

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THE FINE PRINT

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UPGRADES

Upgrades to later versions of Smash!, if and when they become available, will be offered on disk for a \$5.00 US handling charge. Registered users of Smash! will be notified by mail if and when upgrades become available.